AGB-BCBE-USA

BASEBALL

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult
 a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements

Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.



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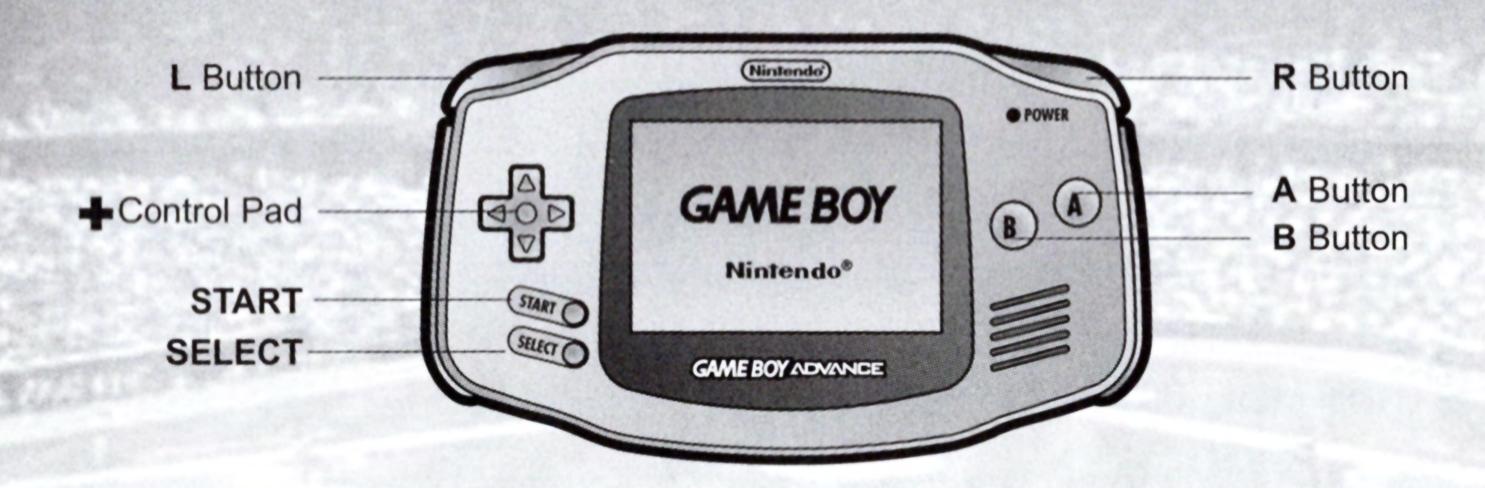


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STARTING THE GAME



- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
- 2. Insert the Crushed Baseball Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the power switch.
- When the game loads, press START to advance to the Main Menu / Options screen.

COMPLETE GAME CONTROLS

MENU OPTIONS

Action

Highlight option Select/Go to next screen Return to previous screen

PITCHING CONTROLS

Action

Highlight Pitch
Select Pitch
Mojo Pitches Available
Pitching Zone
Pitch

BATTING CONTROLS

Action

Swing Away
Bunt
Activate Batting Mojo

Control

+ Control Pad

A Button

B Button

Control

+ Control Pad ◆

A Button

L Button

+ Control Pad

A Button

Control

A Button

B Button

L Button

FIELDING CONTROLS

Action

Run to Ball

Activate Fielder's Mojo

Throw to First Base

Throw to Second Base

Throw to Third Base

Throw to Home Plate

BASE RUNNING CONTROLS

Action

Advancing the Runner

Run to Second Base

Run to Third Base

Run to Home Plate

Running to Previous Base/Tagging Up

Retreat to First Base

Retreat to Second Base

Retreat to Third Base

Stealing Bases

Steal Second Base

Steal Third Base

Steal Home Plate

Control

+ Control Pad

L Button

Control Pad ► + A Button

+ Control Pad ▲ + A Button

+ Control Pad ◀ + A Button

+ Control Pad ▼ + A Button

Control

+ Control Pad ▲ + A Button

+ Control Pad ◀ + A Button

+ Control Pad ▼ + A Button

+ Control Pad ▶ + B Button

+ Control Pad ▲ + B Button

+ Control Pad ◀ + B Button

+ Control Pad > + R Button

+ Control Pad A+ R Button

+ Control Pad ◀ + R Button

WELCOME TO CRUSHED BASEBALL!

In Crushed Baseball, you've got all the rules, plus a whole lot more. You get Mojo! What is Mojo? Mojo is what allows the players in Crushed Baseball to perform superhuman feats. For the first time in sports history, you'll be able to rob home runs from the upper deck, throw illusionary pitches, and use magic to pull the ball into your glove. The teams aren't just limited to the professional players either. Female athletes and mascots have also joined the action.

It's the most intense Baseball Game you'll ever play.

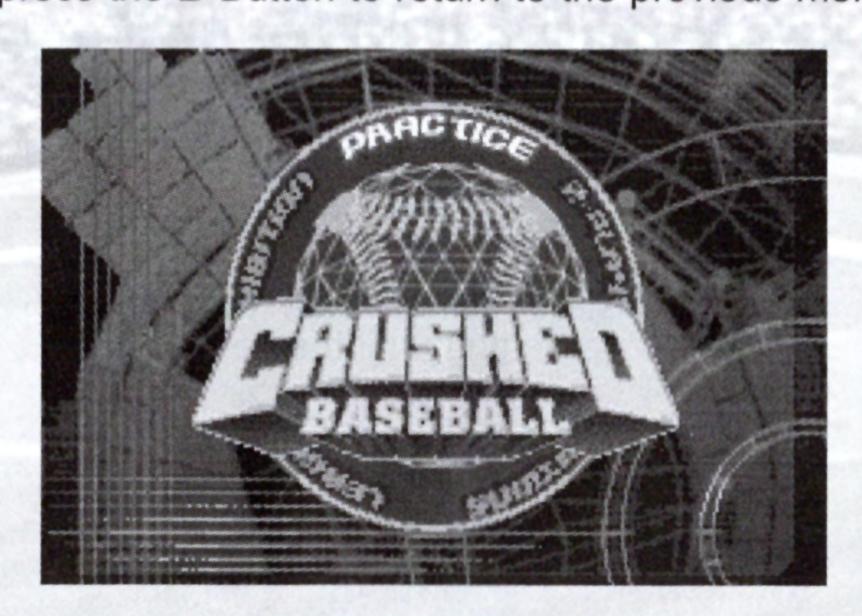
GETTING STARTED

MAIN MENU

Once you reach the Main Menu / Options Screen, you will see the Options Wheel.

You can move through the options by pressing ◀ or ▶ on the ♣Control Pad.

When your desired Option is at the top center of the wheel, press the **A** Button to select it. At any time, you can press the **B** Button to return to the previous menu.



From the Options screen you can choose the following:

EXHIBITION A single game vs. the computer.

LEAGUE Play through a season as your favorite team.

PRACTICE Play mini games and work on your skills.

2-PLAYER Connect two Game Boy® Advance systems via a Game Boy® Advance

Game Link® cable.

OPTIONS

Adjust Basic Game Options.

PRACTICE MODE

Three different practice modes exist. Home Run Rally, Batting, and Pitching.

Home Run Rally

In Home Run Rally, sluggers take turns trying to hit the ball out of the park. Each home run counts as 1 run. Any other hit ball counts as an out. The pitcher is your friend here, because he is only going to throw fast balls right down the pipe. See how many home runs you can hit with your favorite players before you reach the selected number of outs. It's a lot more fun than it sounds. Trust me.

On this screen ▲ or ▼ toggles through the Options and ∢ or ▶ toggles through the choices in each Option.

- First, select the number of outs with the +Control Pad. You can choose between 1 and 5.
- Then select the number of players. You can also choose between 1 and 5. You will control
 all of the players and they will keep batting until the selected number of outs is reached.
- · Finally, select your stadium.

When you've selected all of your options, press the A Button to begin.

Batting

If you're having trouble at bat, use this mode to work on your swing.

Pitch Type

Press ▲ or ▼ to scroll through the pitches. You can even practice hitting Mojo Pitches as well. After you've selected a pitch, press ▶ to advance to the Pitch Zone Selection.

Pitch Zone

The shaded area indicates where the pitcher can throw the ball. Press ▲ or ▼ to scroll through the different options. When you're finished, press ▶ on the ♣Control Pad to advance to the Stadium Selection.

Stadium

Press ▲ or ▼ to scroll through the different stadiums and practice hitting them out of all of the parks. When you've selected your stadium, press the A Button to advance to the next Option.

Select Team

Press ◀ or ▶ to scroll through the teams and the A Button to select the team. When you select the team, the roster will appear.

Select a Player

Press ▲ or ▼ to scroll through the Players and the A Button to select the batter and begin Batting Practice.

At any point, you may press SELECT to return to the Batting Options.

Pitching

Practicing your pitching is the best way to see what each of the pitches do. You can see how fast they are, and how they move as they approach the plate.

Selecting your Pitcher's Arsenal

Press ◀ or ▶ to toggle through the pitches. When you find a pitch that you like, press ▼ on the ♣Control Pad to move onto the next slot. Your pitcher can have 4 different pitches in his arsenal at one time (including Mojo Pitches).

Selecting a Stadium

Press ▲ or ▼ to toggle through the Stadiums. When you find one that you like, press the A Button to begin Pitching Practice.

Pitching Practice

Use the +Control Pad to move the Pitching Cursor around the strike zone, and press the A Button to throw the ball.

If you want to change your Options while you are pitching, press **SELECT**, to return to the Pitching Practice Option Screen.



EXHIBITION MODE

An Exhibition Game is a single player game that pits your team against the CPU's team.

On the Exhibition Game Screen, you will be able to select your team, whether you are Home or Away, the Stadium, and your CPU controlled opponent.



While you're on this screen, pressing ▲ or ▼ will toggle through the preferences in the highlighted box, and pressing ◀ or ▶ will highlight a different options box. When you are satisfied with the match-up and the Stadium, press the A Button to advance to the Gameplay Options Window.

· At any point, you can press the B Button to return to the previous menu screen.

Once the Gameplay Options Window has been opened, you can adjust the Difficulty, the Innings, Outs, Balls, Strike Count, and the amount of Mojo Generation for this particular Exhibition Game.

To change the Exhibition Mode Settings, press ◀ or ▶ to toggle through the preferences, and press ▲ or ▼ to highlight different options. When you're happy with your options, press the A Button to advance to the Playball Screen.

If you like what you see, press the A Button again to begin an Exhibition Game. Good Luck!

At any point, you can press the B Button to return to the previous menu screen.

LEAGUE MODE

In League mode, you choose one team and play through an entire season. If you're good enough, you can make it all the way to the World Championship.

LOAD LEAGUE

This feature is only available if you have already started a New League and saved your season to memory. If you do not have a League saved, this option will be shaded.

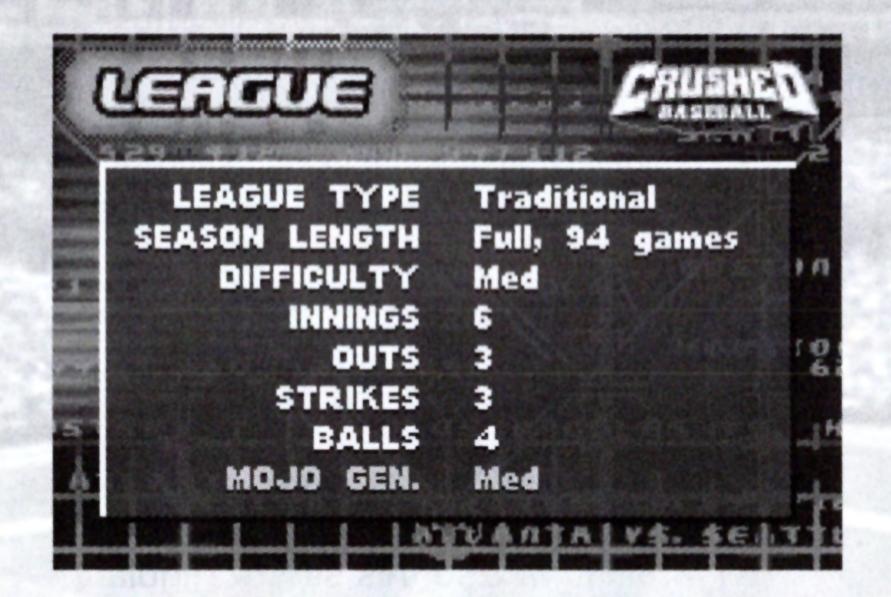
NEW LEAGUE

When you begin a New League, you'll have the option to choose between Traditional Mode and Dream Mode; and set all of the parameters for the games.

League Settings

League Settings ▲ or ▼ to highlight an option and press ◀ or ▶ to change the highlighted option. Once, you're happy with your settings, press the A Button to advance to the next screen. Remember, once you begin a season, you cannot change these settings without erasing your season and starting a new one, so choose wisely.

If you select a New League, you'll have your choice between Traditional and Dream Mode.



In Traditional Mode, you won't be able to trade players with other teams, replace your players with free agents, or create your own players. Each team consists of a 15 man roster with a 5 man extended roster for a total of 20 players per team.

Note: You cannot create players in Traditional Mode.

Dream Mode

In Dream Mode, you can select your Home Stadium, and build your roster by adding free agents, trading players with other teams, or even creating your own players.

Season Length

You'll have 4 options based on how long or short you want your season to be: Full-94 games, Half-47 games, Short-23 games, Quick-12 games.

Difficulty Level

You can choose between Easy, Medium, and Hard Mode.

Easy Mode	Al Teams have reduced player stats, and won't use their Mojo.
Medium	Al Teams have normal player stats, and use their Mojo.
Hard	Al Teams have increased player stats and regenerate their Mojo.

Game Parameters

Innings	1-9
Outs	1-3
Strikes	1-3
Balls	1-4

Mojo Generation

You can choose Low, Medium, and High. Use this stat to regulate how many times per game the players will be able to perform their abilities. Remember, the Difficulty Setting controls how often the AI teams will use their Mojo. If you select High Mojo and put the game's Difficulty Setting on Low, there will be plenty of Mojo, but the AI Team won't use any of it.

· When you're happy with your settings, press the A Button to Advance to team selection.

Team Selection

Remember, you'll be playing this team for a whole season. If you want to switch teams, you'll have to restart your season, so choose wisely. Press ◀ or ▶ to scroll through the teams and the A Button to select your team and advance to the League Overview Screen.



League Overview

Standings

Selecting this option displays the Division Standings. See how your team matches up. Press any button to return to the League Overview Screen.

Schedule

Selecting this option displays your team's schedule. Get ready for those division rivalries near the end of the season! Press any direction to scroll through the calendar, and any button to return to the League Overview Screen.

Create (Only Available in Dream Mode)

Create your custom player here. You can create up to 8 custom players. Highlight an empty slot and press the A Button to advance to the Player Name Screen.

Player Name

Use the + Control Pad to highlight letters and the A Button to select a letter.

The name is in a first initial, last name format. If you make a mistake, highlight the CLEAR Option at the bottom of the page to back space one letter. When you are finished, highlight DONE and press the A Button to advance to the Body Selection Screen.

Selecting a Body

Press ▲ or ▼ to scroll through the options and ◀ or ▶ to toggle between Head and Body Selection. You can also use female and mascot parts here, but you can't put female heads on male bodies. You're a Baseball Team Manager not a Mad Scientist. Press the A Button to advance to the Attributes Screen.

Player Attributes

On this screen, you'll be able to adjust your Player's Attributes. You get 40 Points to distribute among the 8 attributes, so make your points count. Press ◀ or ▶ to highlight the attribute and ▲ or ▼ to increase or decrease that attribute. Your points remaining are listed in the box on the right side of the screen. You don't have to use up all of the points to continue. When you're happy with the attributes, press the A Button to advance to the Player Abilities.

Player Abilities

On this screen, you'll be able to adjust your Player's Abilities. This includes the position that they play, their Mojo Abilities, and the pitches they can throw. On the ♣ Control Pad, press ▲ or ▼ to highlight the attribute and ◀ or ▶ to change the highlighted attribute.

Skill This is the position that your player will play.

Mojo This is their Mojo Batting Ability.

Pitching These are their normal pitches that they can throw.

Mojo These are the Mojo Pitches that are available to them when they're on the mound.

After you've selected these, press the A Button to see the Player's Stats.

Press the A Button again to return to the League Overview Screen.

REPLACE (Only Available in Dream Mode)

Use this feature to replace anyone on your team with a Free Agent. You can only replace a player on your team with another player that plays the same position.

For example: You can only replace a Catcher with a Catcher.

The first screen you will see is your Team's Roster. Highlight the player that you want off your team and press the A Button to select that player.

Now you will see a list of Free Agents. Highlight the player you want to add to your team with the +Control Pad and press the A Button. A Confirmation Box will appear. Select YES and the trade will be made. Select NO if you want to add someone else. Press the B Button to cancel the trade.

LINE UP (Traditional Mode)

In Traditional Mode, you will be able to swap player positions. Highlight the player you want to move with the +Control Pad, and press the A Button. Once they are selected, highlight the player that you want to swap using the +Control Pad and press the A Button to make the switch. Press the B Button at any time to cancel.

Note: Position changes are only available in Traditional Mode.

SAVE LEAGUE

You can only save one season at a time. Saving a new season will erase your previously saved season.

Note: You can only save after a game has been completed.

START GAME

Starts your League Game where you left off. Good luck making it to the World Championship!

2-PLAYER MODE

To set up a 2-Player Link Mode game: Connect two Game Boy

Advance systems via a Game Link

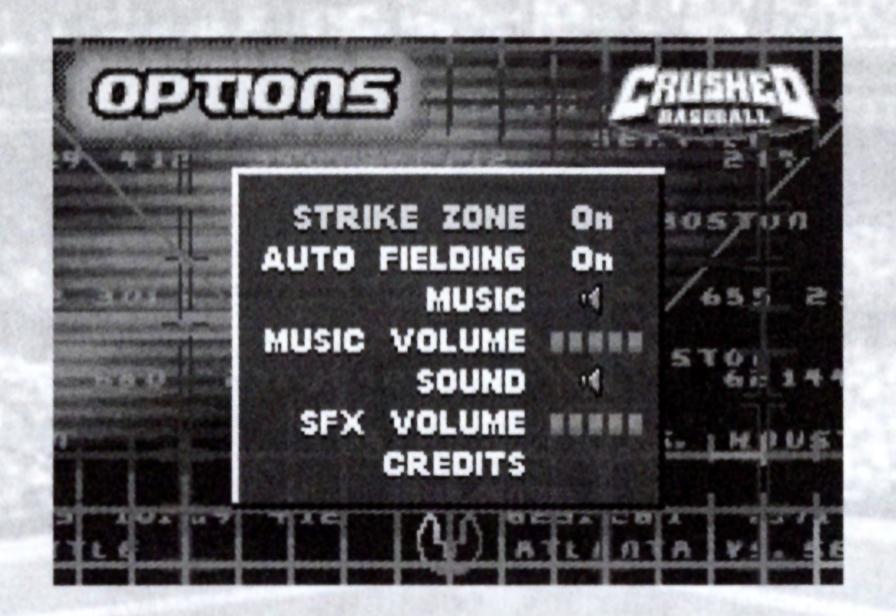
cable. Both Game Boy

Advance systems require a Crushed Baseball Game Pak to play.

In 2-Player Mode, you go head to head against a friend in an Exhibition Game. The Master Game Boy® chooses all of the options, while the second only gets to select the team. The Difficulty Option has no effect in 2-Player Mode.

OPTIONS

Selecting OPTIONS from the Main Menu Options Wheel will bring up the Options Screen. You can also activate this menu by pressing START during gameplay.



Press ▲ or ▼ to highlight an option and press ∢ or ▶ to toggle the preferences.

On this screen, you can turn the Strike Zone ON or OFF. With the Strike Zone turned OFF, it will disappear off of the HUD (Headup Display), but you will still be able to throw balls and strikes.

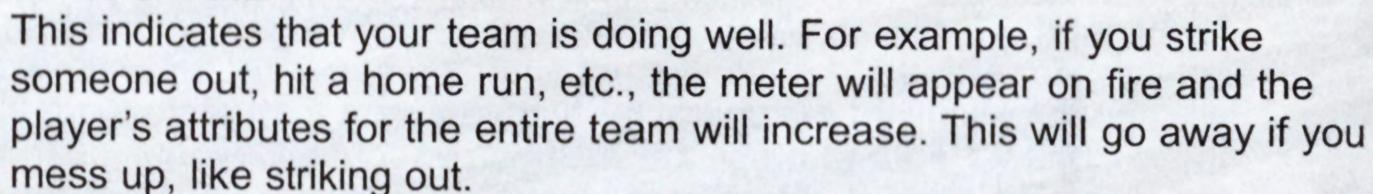
You can also turn Auto Fielding ON or OFF. With Auto Fielding ON, the fielder will automatically run to the ball. Once the fielder picks up the ball, the user will be able to throw the ball to any base. With this feature turned OFF, it's up to you to chase down the ball.

You can also adjust your Music Volume and Sound Effects Volume, or choose to Mute them completely.

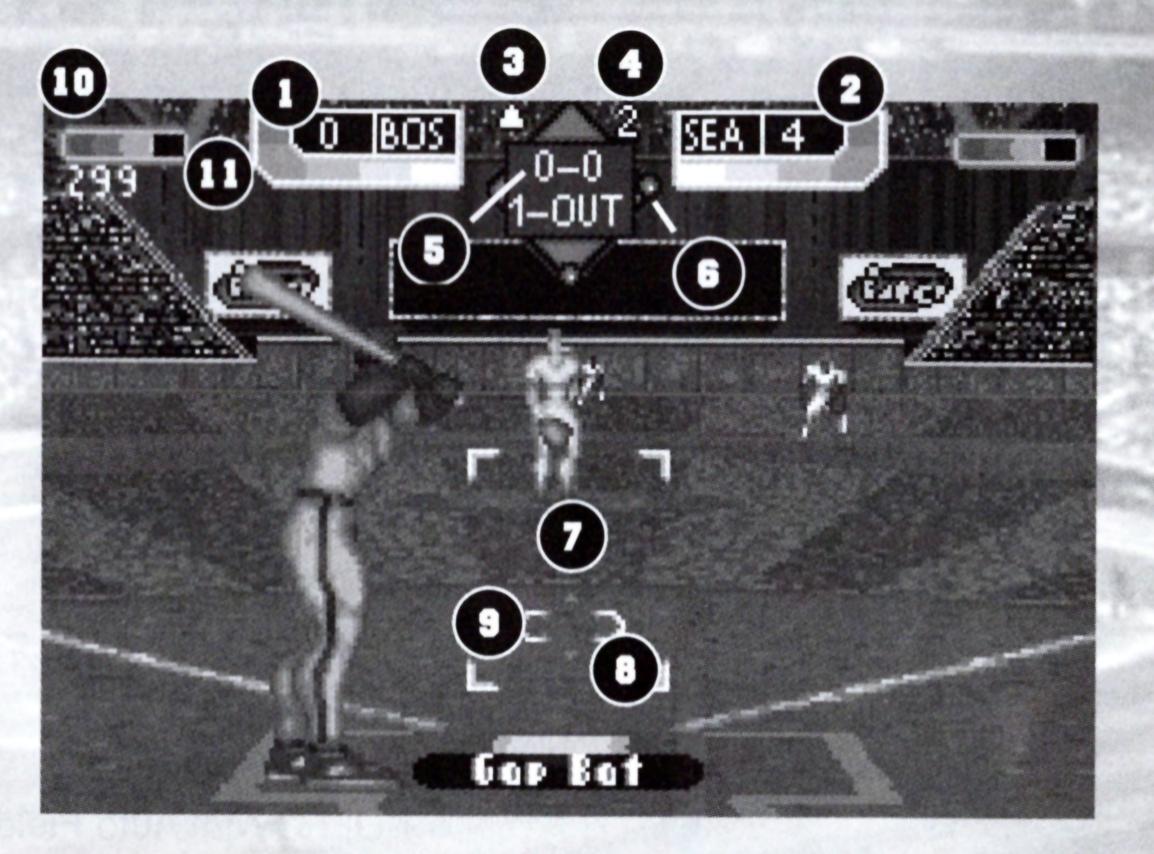
Pressing the B Button will return you to the previous screen.

THE HUD (HEADUP DISPLAY)

- The Away Team Stats (always on the Left side)
 - Team Name
 - Runs
 - Mojo Available
- The Home Team Stats (always on the Right side)
 - Team Name
 - · Runs
 - Mojo Available
- 3) Top or Bottom of Inning
- 4) Inning
- 5) Count
- 6) Base Runner Indicator
- 7) Strike Zone
- 8) Pitching Cursor
- 9) Batting Cursor
- 10) Team Hot/Cold Meter



- 11) Player Mojo Power (Fielding, Base Running, and Batting)
- 12) Fielder Indicator (not shown)
- 13) Ball Indicator (not shown)



THE MANAGER'S MENU

During gameplay, pressing SELECT will bring up your Manager Menu. Two different Menu's exist. There's one for Defense, and there's one for Offense.

Defensive Manager Options

Highlight any of the options with the + Control Pad and press the A Button to select them. To return to gameplay, press the B Button.

Bullpen Call - Select this if you want to replace your starting pitcher:

Once selected, you'll see who's in your bullpen. Highlight the desired character with the +Control Pad, and press the A Button to make the change. When you're finished, press the B Button to return to the Defensive Manager Options Screen.

Position Change – Select this to move your defense around:

 Press ▲ or ▼ to change the options and ◀ or ▶ to toggle between OUTFIELD and INFIELD Formations. When you're finished, press the B Button to return to the Defensive Manager Options Screen.

Fielder Replacement - Select this to have your players swap positions:

Highlight the fielder that you want to replace with the +Control Pad, and select them with the A Button. Characters that you can swap them out with will appear. Highlight the character that you want to put into the game with the +Control Pad and press the A Button to confirm. When you're finished, press the B Button to return to the Defensive Manager Options Screen.

Resume Game – Selecting this and pressing the A Button continues gameplay.

Offensive Manager Options

Highlight any of the options with the +Control Pad and press the A Button to select them. To return to gameplay, press the B Button.

Pinch Hitter - Select this Option to have someone on your bench go up to the plate:

 Highlight the desired player with the + Control Pad and press the A Button to select them. You'll see a list of available Pinch Hitters. Select the one you want with the A Button.

When you're finished, press the B Button to return to the Offensive Manager Options Screen.

Pinch Runner – Select this Option if you want to switch a base runner with one of your players that are on the bench. This option is only available if you have runners already on base:

A list of runners who are on base will appear. Highlight the desired player with the Control Pad and press the A Button to select them. You'll see a list of available pinch runners. Select the one you want with the A Button to make the change.

When you're finished, press the B Button to return to the Offensive Manager Options Screen.

Resume Game - selecting this and pressing the A Button continues gameplay.

PITCHING

Ok, you're on the mound and your main objective is to strike the batter out!

- The big window next to the pitcher is your Pitch Selection Box.
- The Yellow / Orange Bar above the Pitcher is your Pitcher's Stamina Bar.
- As the size of the Stamina Bar decreases, your pitcher will throw pitches slower and with less accuracy.



Press ▲ or ▼ to highlight your pitch, and press the A Button to select it.

If you want to see which Mojo Pitches that you have in your pitcher's arsenal, press the L Button and those pitches will appear in the Pitch Selection Box. You must have enough Mojo 'juice' to use these pitches, otherwise they will appear shaded.

Once you select your pitch, by pressing the A Button, the pitching cursor will appear. Move the cursor to where you want the ball to go with the +Control Pad.

When you've found your spot, press the A Button to pitch the ball.

FIELDING

Chasing the Ball

When the batter hits the ball, as batters often do, it's up to you to chase it down and try to throw the batter out. The game will automatically select the players closest to the ball, and a blue cursor will appear under the player that you currently control. Use the + Control Pad to run to the ball.

If the ball is in the air, a blue and yellow circular indicator will appear, showing you where the ball is going to land. If you can get your fielder onto the circle before the ball lands, you can catch it for an out!

Before your fielder picks up the ball, you can dive in any direction by pressing the A Button and any direction on the + Control Pad.

 Note: With Auto Fielding – ON, the fielders will automatically run to the ball. You will gain control, once they pick up the ball.

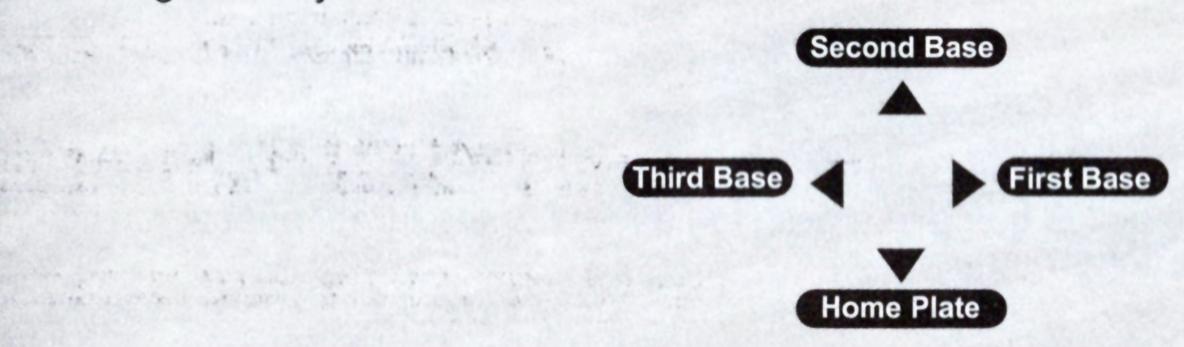
Throwing to a Base

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The state of the

Each direction on the + Control Pad represents one of the bases.

The directions are always constant no matter where you are throwing the ball from, the following is always true:



Once a fielder has the ball, press the A Button and the corresponding direction on the ◆Control Pad to throw to a base. So the (A Button + ▶) will always throw the ball to First Base.

To return the ball to the pitcher, wait two seconds without pressing any buttons and the ball will return to the mound.

Picking off a Runner

If your opponent has base runners, and you're on the mound, you can throw to a base to try and pick the runner off. First, you must select the pitch that you want to throw. Once your pitch is selected and the Pitch Selection Box disappears, you can press the **R** Button and the corresponding direction on the +Control Pad to throw to a base. So the (**R** Button + \blacktriangle) will throw the ball to second base.

After two seconds, the ball will automatically return to the mound.

Activating Fielding Mojos

As the ball is hit into play, use **L** Button to activate the highlighted Player's Mojo. The Mojos will appear in the lower center of the screen. For specific information on Mojo abilities, see the Offensive and Defensive Mojo sections

· If you don't have enough Mojo to perform a Mojo, the name will appear shaded.

BATTING

Swinging Away

Batting in Crushed Baseball is pretty simple. As the pitcher releases the ball, a circular target will appear where the ball is going to cross Home Plate. If the target appears inside of the Strike Zone, you'd better swing at it.

The Batting Cursor is oval in shape. It represents the area the bat will cross over home plate when the batter swings. All you have to do to hit the ball is line up the batting cursor over the target and press the A Button to swing as the ball crosses the plate.

You will notice a circular area near the center of the batting cursor. There are also arrows at the top and bottom of the circular area. When you line up the Pitching Target with the top arrow you are more likely to hit fly balls. When you line up the Pitching Target with the bottom arrow you are more likely to hit groundballs. And when you line up the Pitching Target in the center, the "Sweet Spot" you are more likely to hit line drives. This represents the "Sweet Spot" of the bat. If you can line the "Sweet Spot" up with the Pitching Target, you will hit the ball much harder.

Bunting

Bunting is very similar to hitting. Just line up the Batting Cursor with the Target and then press the **B** Button. The batter will hold out the bat and make contact with the ball. The ball isn't going to go far, but if you have a runner stealing, chances are that runner will advance to the next base.

Remember: If you bunt a foul ball with two strikes you will be called for strike three.

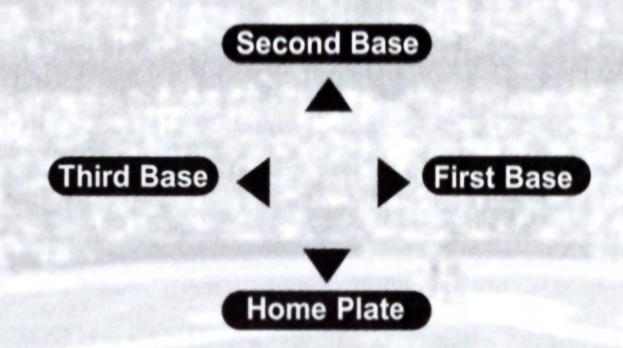
Using Batting Mojos

If you want to activate the Mojo, just press the L Button while your batter is at the plate, and he will start shimmering. If you hit the ball, your Mojo will be activated. You can only use your Special Ability if your team has enough Mojo.

 Note: Using a Mojo Ability and not swinging at the ball will not use up any of your team's Mojo. However, if you hit a foul ball, only half of the Mojo that would have been used by that particular Batting Mojo is deducted. If you strike, that counts as your Mojo being used.

BASE RUNNING

When running the bases, it is important to remember that each direction on the +Control Pad represents one of the bases:



Advancing the Runner

After you hit the ball, the runner will automatically advance to first base. However, if you want to go for extra bases you will need to press the A Button and the +Control Pad button that represents the base that you want to run to.

• For example: If you want to run from second base to third base, you would simultaneously press the A Button and ◀ on the ♣ Control Pad.

Running to the Previous Base / Tagging Up

If you realize that the throw is going to beat you to the next base and you want to run back to the base that you were on, you press the **B** Button and the base you want to run to.

• For example: If you want to run from third base back to second base, you would simultaneously press the **B** Button and ▲ on the ♣ Control Pad.

Stealing a Base

When you have a runner on, and you want to steal a base, press the R Button and the direction of the base that you want to run to.

For example: If you have a runner on first, and want to steal second, press the R
 Button and + Control Pad .

Base Running Mojo

The current batter acts as the Base Running Mojo Captain. So, when you activate a Base Running Mojo for the batter after he hits the ball, all the base runners will have that same Mojo Power activated as well. This way, you won't have to memorize who has what power on which base.

OFFENSIVE MOJO

Here is everything you've ever wanted to know about Mojo when your team is at bat.

Batting Mojos

Gap Bat Increases the chance of the ball being hit between the outfielders. Use this if you absolutely need a hit, or when you have runners in scoring position.

Slime Bat Coats the ball with a slippery green substance, making it very difficult to pick up and throw. This increases the chance of your runners beating out the throw.

Clutch Bat Allows the batter to hit the ball anywhere in the strike zone, as long as the swing is timed correctly. You'll want to use this to avoid striking out.

Blink Bat After the ball is hit, it turns invisible for short bursts, making it harder to field. Confusing the defense always helps the offense.

Shadow Bat When the batter hits the ball, an illusionary ball also appears,

confusing the fielders. The defense still has a chance of going after

the right ball, so this Mojo is a bit of a gamble.

Power Bat Adds velocity to the ball as it leaves the bat. It also increases the

chance of a home run, but there's a risk of flying out to the outfield

as well. This is a great Mojo to use for your power hitters.

Stun Bat Stuns the fielder who picks up the ball, preventing him from throwing

right away. This will give your runners a chance to advance. It's a

great Mojo to use to get your runners into scoring position.

Drain Bat Prevents the fielder who picks up the ball from making a strong and

accurate throw. If the ball is hit into the outfield, this will buy your

runners extra time.

DEFENSIVE MOJO

Here is everything you've ever wanted to know about Mojo when your team takes the field.

Pitching Mojos

Corkscrew A pitch that comes at the batter in a spiral motion making the ball

very hard to hit.

<u>Trapball</u> If the batter hits this ball, it will move towards the fielders. It's a great

way to end an inning or trick the batter into hitting into a double play.

Flashball The screen flashes and distracts the batter, increasing the chance

for a swing and a miss.

Buzzsaw

A pitch that damages the bat. If the batter hits this ball, it won't go very far. This is a good pitch to throw if you want to keep the other team's sluggers from hitting home runs.

Fireball

This is a super fast ball that has a good chance of getting past the batters, but if they make contact, the ball is going to travel far. Throwing this pitch may be dangerous if the other team's clean up hitter is at bat.

Stunball

If the batter hits this ball, they will become stunned and run to first base slower than usual. This is a great pitch to throw when the team at bat is in a sacrifice situation. You can focus on the lead runner and still have time to get the batter out as he runs to first.

Deadball

If the batter makes contact with this pitch, the ball leaves the bat with less force, and won't travel very far. This is a great pitch to throw if you are trying to get a double play.

Slickball

This Mojo coats the ball with a slippery goo. If the batter makes contact, the ball won't go very far. It's a great Mojo to use in order to keep the ball in the infield.

Splitball

The pitcher throws two balls at once, and only one of them is real. There's a really good chance that the batter will swing and miss at the wrong ball.

Quicksilver Pickoff

The pitcher rifles a ball to the selected base and hopefully, the runner won't get back in time to beat the throw.

Fielding Mojos

Super Leap

This Mojo allows the fielder to jump or dive incredible distances to grab the ball. Once activated, you need to press A and the direction

that you want to dive, in order to use it.

Gravity Glove

This Mojo turns the fielder's glove into a "ball magnet" and pulls the ball towards the glove. It works great if you need to catch a pop fly.

Rapid Fielder The runner will run much faster to chase down a well hit ball. It can

turn a would-be triple into a single.

Gunman's Arm

This Mojo imbues the fielder with superhuman strength, allowing the fielder to throw the ball incredibly fast. It works great preventing the

Offense from tagging up, or going for extra bases.

Running Mojos

Decoy

The Radar and Runners disappear until they reach the next base.

Speed Boost The Runner gets a burst of speed.

Phaseout The Runner repeatedly fades from visible to invisible.

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